INSTRUCTIONS

QUEST FOR QUINTANA ROO™

Help Yucatan Sam explore the dozens of terror filled chambers that create the mystical temple of the Mayan god Quintana Roo. You must use your supplies as well as your cat-like reactions to avoid the ***sleeping snakes***, overcome the ***mummy's curse***, and eliminate the ***other adversaries*** while attempting to solve the mystery that will deliver the hidden treasure to you and Yucatan Sam. Since a ***different solution is required each time*** the game is started, you will be assured hours of mind-challenging, reflex-testing entertainment. **Do you dare to get involved?**

WARNING

The game unit must be turned off when inserting or removing the QUEST FOR QUINTANA ROO™ game cartridge.

SUNRISE
SOFTWARE INC.

2829 W. NORTHWEST HWY. • SUITE 904 • DALLAS, TEXAS 75220
(214) 352-3999 • TELEX 294339 SUNS UR

Object of Game

Yucatan Sam explores the temples of Quintana Roo searching for the keys to open the ceremonial vault and acquire the riches inside.

Level Select Screen

On this screen you select the level of play at which you wish to start. Press the proper key sequence (secret code discovered during play) for upper levels. Press the fire button for first level.

Outside Temple Screen

On this screen Sam must evade the poisonous snakes while climbing the outside of the temple to reach the portals to the rooms inside. Beware of the moon god's wrath reflecting from the eyes of the temple. Use the joystick left, right, left-up or right-up to move around the outside of the temple. Pressing the right fire button causes Sam to duck if he is by a portal. Pressing the left fire button causes Sam to enter the temple if he is by a portal.

Chute Screen

On this screen Sam is entering or exiting a temple room. The joystick is not used on this screen.

Inside a Temple Room Screen

On this screen Sam can move around the floor of the room using the various tools and weapons. Press the joystick in any of the eight directions to move Sam.

Pressing the **1** key causes Sam to draw his gun. Pressing the left fire button, while the gun is drawn, fires the gun. The number of bullets Sam has left is shown at the bottom right of the screen.

Pressing the **2** key causes Sam to grasp a flask of acid. Pressing the left fire button, while the acid is in Sam's hand, causes Sam to throw the acid. The amount of acid Sam has left is shown at the bottom right of the screen.

Pressing the **3** key causes Sam to grasp his chisel. Pressing the left fire button, while Sam is holding the chisel, causes Sam to use his chisel.

Pressing the **4** key causes Sam to read his Geiger counter. The Geiger counter reading is shown at the bottom center of the screen. A low value indicates nothing exciting. A mid value indicates that there is an object in the room above or below the one Sam is in. A high value indicates that there is an object in the room.

Pressing the **5** key causes Sam to drop whatever he is carrying.

Pressing the **6** key causes Sam to pick up a map rock if he is standing over one.

Pressing the right fire button causes Sam to squat and pick up objects if he has nothing in his hand. This will also allow Sam to exit a room if he is standing in the doorway.

Adversaries

Inside the temple Sam will encounter the following enemies:

snakes — destroyed by shooting
spiders — destroyed by shooting
mummies — destroyed by acid

Treasures

Inside the vaults Sam will find the following objects:

map rocks — used to open vault
treasures — used to score points
acid — restocks Sam's supply

Magic Herbs

If Sam is bitten by a snake or spider he has one minute to find the magic herbs and pick them up thereby curing himself. The amount of time Sam has left before he dies is shown in red at the bottom left of the screen.

Temple Air

The air in the temple is very stale. When Sam enters the temple he has only one and a half minutes of breathable air. He must exit the temple before this time is gone or he will die. The time remaining is shown at the bottom left of the screen.

Map Vault

In order to open the map vault Sam must grasp a map rock and place it in the proper map rock hole. This is done by positioning Sam under the desired hole and pressing the left fire button. If the rock is the proper one the hole will disappear. if it is incorrect the map rock will be relocated somewhere in the temple.

Opening Vault

There are two ways to open a vault door. The first is using the chisel. If Sam strikes the secret rock with the chisel the vault will open. In order to hit the secret rock Sam must be standing as near to the wall as possible. The second method uses the acid. If Sam stands as near to the wall as possible and throws the acid onto the wall. the vault door will be opened.

Scoring

Killing enemies	100 points
Opening vault	100 points
Picking up treasure	1000 points
Inserting map rock	1000 points
Opening map vault	5000 points

An extra man is awarded for collecting 20 treasures.

Helpful Hints

—Bring all five map rocks to the map vault room before inserting them. This will make it easier to remember which ones you have tried.

—Save one flask of acid as a defense against the mummy.

—Leave one cache of acid flasks in an exposed vault room as an emergency supply.

—Sam can only carry five flasks of acid at a time. If you pick up more you will lose the excess.

—When you are exploring the long columns of rooms keep an eye on your air timer. Only explore half of the rooms at a time.

—Remember where the magic herbs are.

—Position your torch handle over the hole you wish to try when attempting to insert map rocks.

—For a much needed break in the ACTION, press the * key for a pause. To restart the game press the # key.

WARRANTY

Sunrise Software, Inc. warrants to the original consumer purchaser that his cartridge is free from any defects in material or workmanship for a period of 90 (ninety) days from date of purchase. If any such defect is discovered within the warranty period, Sunrise Software, Inc. will repair or replace this cartridge free of charge on receipt of the cartridge with original sales receipt. This warranty does not apply to defects resulting from abuse, alteration or unreasonable use of this cartridge.